



Systems Effectiveness Assessment (SEA) Process

A Performance-based Methodology for the Design & Evaluation of Physical Protection Systems

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Purpose

Force Protection

 Provide an executive level presentation of the Systems Effectiveness Assessment (SEA) Process in use by the Force Protection Program Office



Physical Security Systems (PSS) Design Methodologies

- Feature Criteria or Compliance-based
- Performance-based



Feature Criteria Approach

- Feature Criteria traditional approach
 - Compliance based design and evaluation methodology
 - Cookie cuter approach one system meets needs of all facilities
 - Based on a rigid set of requirements
- Not a *systems* approach
 - Doesn't integrate all aspects of a system
 - People, procedures, equipment, & technology
 - Detection, delay, & response viewed separately
 - PSS objectives & adversary threat spectrum seldom defined
 - Overall effectiveness and level of risk unknown
 - Dependent on "Gut Check"



Performance-based Approach

- Performance-based systems approach based on;
 - PSS objectives
 - Design Based Threat (DBT)
 - Overall PSS performance criteria
 - Consequence of PSS failure
 - Performance Testing
 - Integrates all aspects of a system
 - Identifies validated numeric characteristics to predict effectiveness -- provides rational for investment of PSS

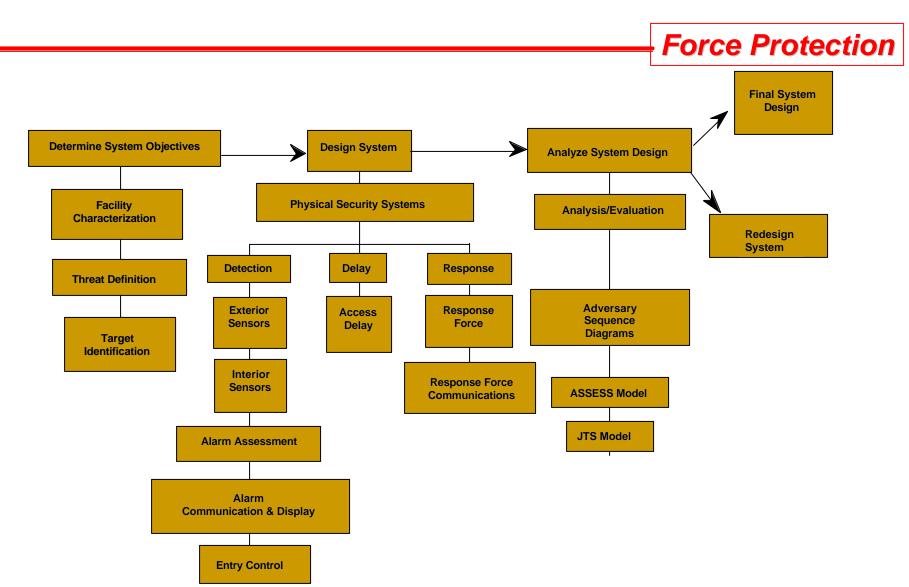


SEA Objective

- Determine probability of effectiveness (P_E) of PSS at meeting stated objectives
 - Probability of Interruption (P_I)
 - Probability of Neutralization (P_N)

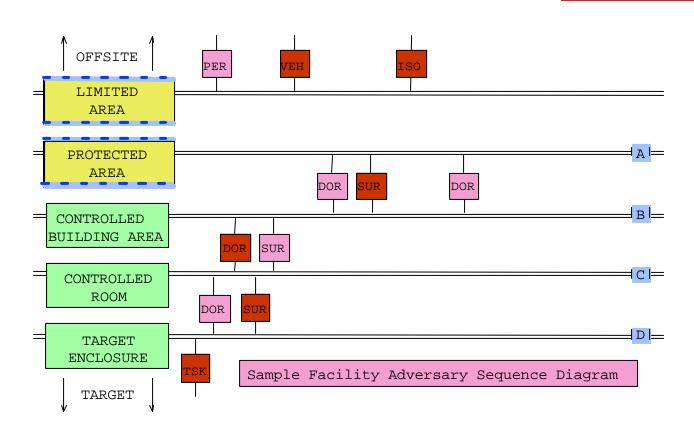


Process Overview





Probability of Interruption Analysis -- ASSESS Model





Probability of Interruption Analysis -- Theft Scenario

Force Protection

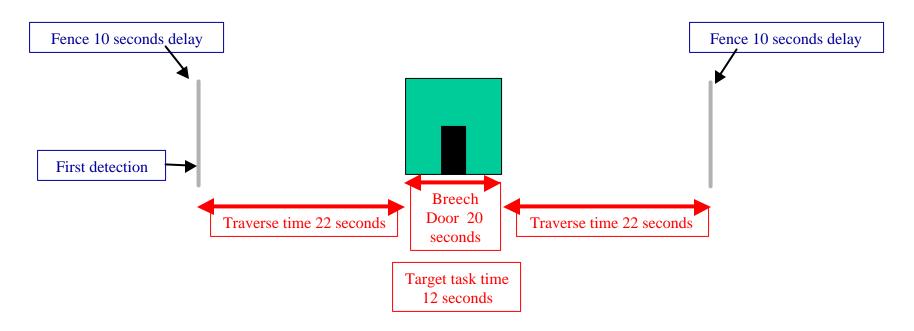
Adversary Sequence Time -- 96 seconds

Response Force Communication Time – 18 seconds

Response Force Time – 120 seconds

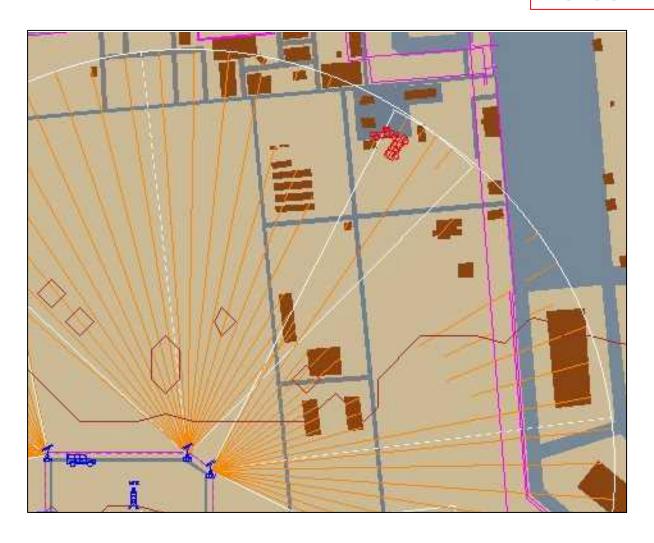
Total Response Time -- 138

Delta – 42 seconds – Bad guy wins





Probability of Neutralization Analysis -- JCATS Model





Analysis of the System -- Effectiveness Equation

Force Protection

- Effectiveness = $P_A * [1 (P_I * P_N)] * C$
 - Is the current system effective can we accept the level of effectiveness
 - Can we improve the system at what cost

 $P_A = Probability of Attack$

 P_I = Probability of Interruption

 $P_N = Probability of Neutralization$

C = **Consequence**



QUESTIONS